

ROARING

EPISODE: 3

「出撃」

INTRODUCTION

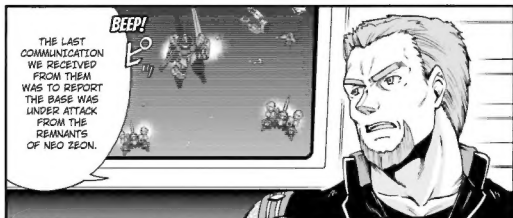


BEEP!

OUR PRESENT
COURSE IS
TO THE AELG'S
ASTEROID BASE
DAMOCLES
...

FOR A
WELLNESS
CHECK,
BECAUSE
WE LOST
CONTACT
WITH THEM
26 HOURS
AGO.





THE LAST
COMMUNICATION
WE RECEIVED
FROM THEM
WAS TO REPORT
THE BASE WAS
UNDER ATTACK
FROM THE
REMNANTS
OF NEO ZEON.

BEEP!

PG 52 - CH 3



THE
WORST CASE
SCENARIO
BEING A
COLONY DROP.

IF
DAMOCLES
WERE TO
FALL INTO
NEO ZEON'S
HANDS
...
THERE IS
REASON TO
BELIEVE THAT
A GROUND
ASSAULT
WILL FOLLOW.



THAT IS
THE GOAL
OF THIS
MISSION.

WE HAVE TO
STOP THE
CAPTURE OF
DAMOCLES
AT ALL
COSTS.



THE
PERFORMANCE
OF THIS
SUIT IS
MUCH HIGHER
THAN THE
GM III
DEFENDER.

ANOTHER
THING
ABOUT THE
GULLINBURSTI
...

BUT LISTEN
...
YOU SHOULD
BE CAREFUL
BECAUSE THE
GULLINBURSTI
HASN'T
BEEN FULLY
TESTED YET.

FOR THE
INITIAL FLIGHT,
I HAVE TO
TAKE IT
OUT INTO
BATTLE JUST
BECAUSE.

I'VE ALREADY
FLOWN IT
IN THE
SIMULATOR,
SO I'M NOT
CONCERNED
ABOUT THE
G-FORCES
HERE.

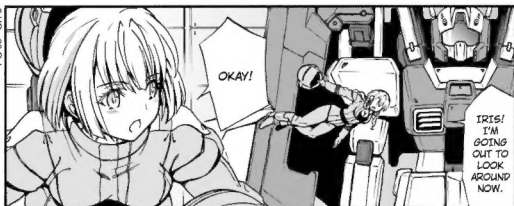
I CAN TOLERATE
HIGH G-FORCES
BETTER THAN
MOST PEOPLE
BECAUSE
I'M BUILT
DIFFERENT.

IT'S OKAY.
I'VE ALREADY
PILOTED
SOMETHING
SIMILAR.

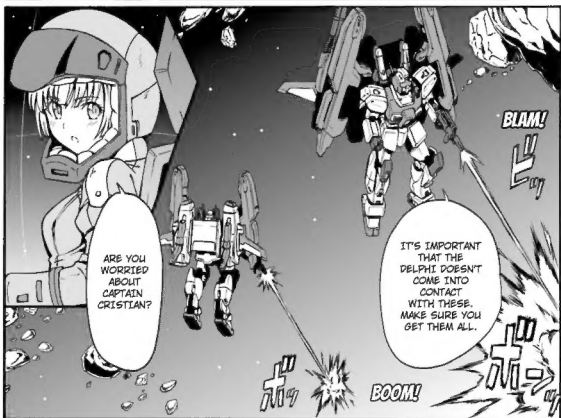
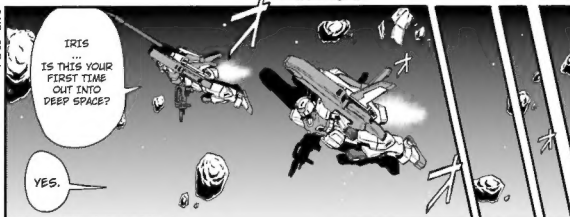
TOO MUCH
MOBILITY WILL
RESULT IN
G-FORCES
STRONG ENOUGH
TO CAUSE
CEREBRAL
HYPOXIA,
POTENTIALLY
ENDING YOUR
DAYS AS A
PILOT
...

I'LL BE
FINE,
NOTHING
WILL GO
WRONG.

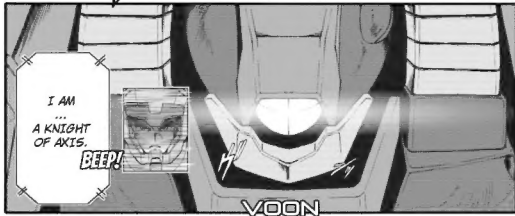
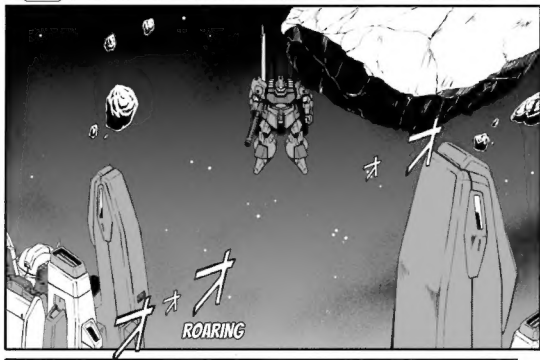
AND IF THEY'RE
TOO STRONG,
YOU MAY NOT
WAKE UP AT ALL.

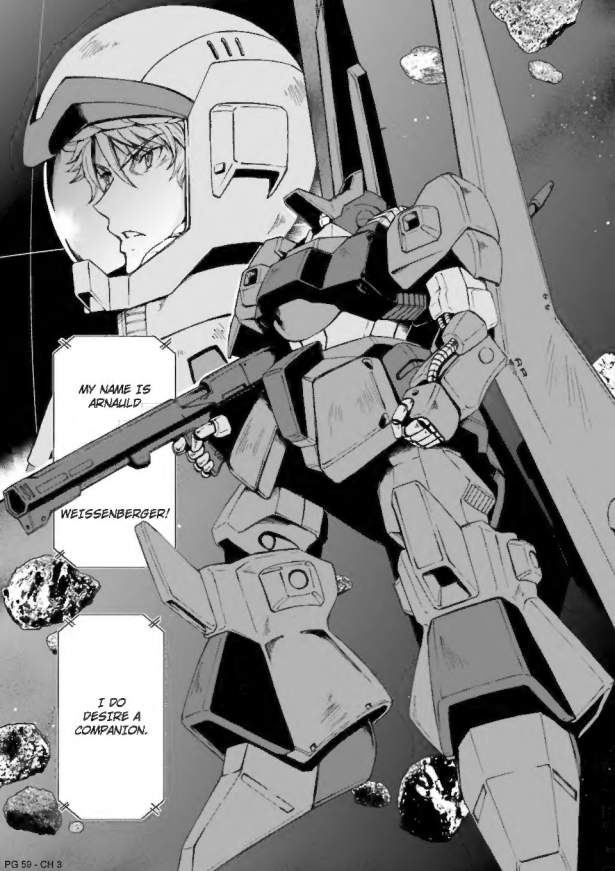


ROARING





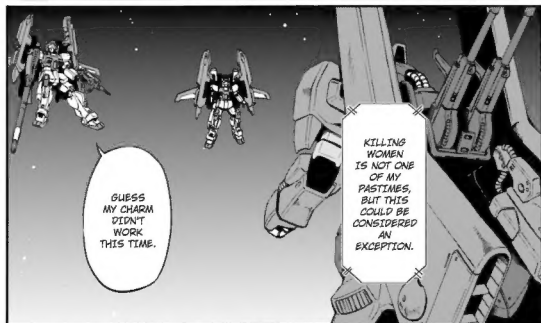




MY NAME IS
ARNAULD

WEISSENBERGER!

I DO
DESIRE A
COMPANION.



SUDDENLY!



MULTIPLE EXPLOSIONS

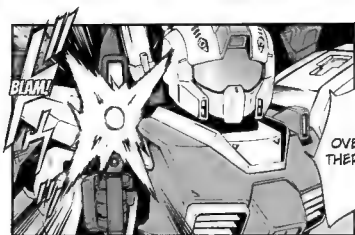


BEEPING



PG 62 - Ch 3



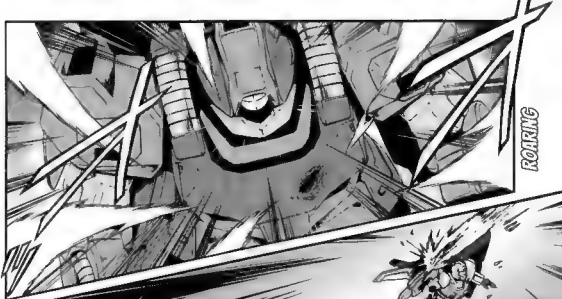


OVER THERE!



THAT SCHUZZRUM
DIAS
ARMOUR
IS
...

NO,
NOT
YET!



ROARING



SLAM!

KYAAH
!?



IRIS!

SHOOTING

ROARING

PG 65 - CH 3

THIS
IS IT
...

ALTHOUGH
I MET
JORN
...

ENERGY CHARGING



KABOOM!



TALLY-HO!



**PLEASE
STAND
BY!**

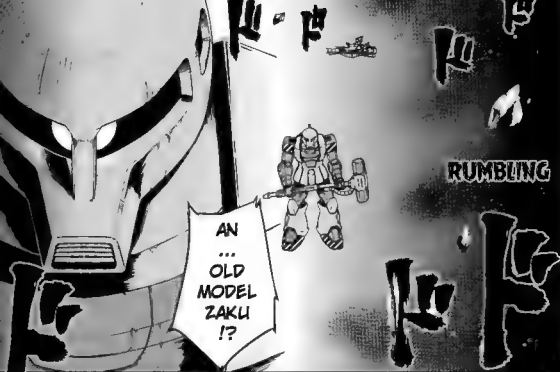
ROARING





PG 68 - CH 3





AN
...
OLD
MODEL
ZAKU
!?

RUMBLING

JORN!
I'M HERE NOW
TO DO SOMETHING,
SO GO BACK TO THE
SHIP.

THE
GULLINBURSTI
IS ABLE TO
SHOOT!

FIGHT
WITH THAT
OLDER
MODEL?
YOU CAN'T
!!

J
F
K
??

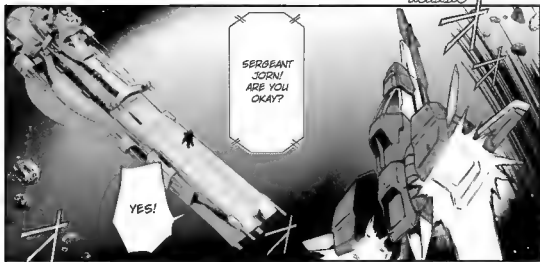


HEAD BACK TO
THE SHIP AND
YOU'LL HAVE
THE OPPORTUNITY
TO COMBINE IN
OUTER SPACE!

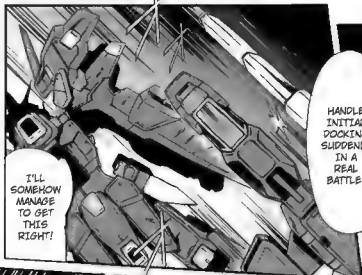
ZOOM!!



ROARING



ROARING



I'LL
SOMEHOW
MANAGE
TO GET
THIS
RIGHT!

HANDLE
INITIAL
DOCKING
SUDDENLY
IN A
REAL
BATTLE!



I KNOW
I CAN
...



WHAM!

LASER
GUIDANCE
ON!

SHOOM!



ROAR!

GRAB!

BOON!

URX-009

GULLBURST

BEEPING



GUNDAM

**LET'S
GO!**

**GULLINBURSTI
!!**



Post-war turmoil affected the Earth Sphere immediately after the end of the first Neo Zeon war.

In January U.C. 0089, the first Neo Zeon war ended with the death of Haman Karn, the leader of Neo Zeon. However, the reality is that Neo Zeon was on the verge of collapse due to internal conflict. By default, the Federation claimed victory despite their own corruption and disorganization. Taking advantage of this situation, Zeon remnants were able to engage in covert operations.

▲ Neo Zeon sent fleets to each space colony and used aggressive tactics to persuade them to join. Nowhere was safe from the effects of the war.



▲ The Federation held little power and influence within the Earth Sphere, with war an ever-present threat.



◀ Neo Zeon counterattacks were organized by Glemmy Toto, who was seemingly intent on destroying the organization from the inside out.



▲ In areas controlled by Neo Zeon, including the Earth Sphere, guerrilla warfare was the tactic used during and after the One Year War.

With the chaos caused during and after the war, the Federation responds

During the first Neo Zeon war, the Earth Federation approached Neo Zeon with an intent to reconcile, but in reality they hid their weakness while accepting Neo Zeon's demands. After the war, they remained passive in dealing with the remnants of Neo Zeon, deliberately causing disorder.

Neo Zeon occupied Dakar, also the political capital of the Federation. With minimal Federation opposition, Neo Zeon openly celebrated their victory with a parade and festivities.



THE STATUS OF EACH POWER DURING AND AFTER THE NEO ZEON WAR

Exhausted by the Gryps campaign, the EFSF no longer had the strength to hold back the Neo Zeon forces, and responded to their actions with a passive approach. After the war, they absorbed the groups AEUG and Karaba in their rushed efforts to reorganize.



The weak response of Federation officials towards the actions of Neo Zeon was criticized by officers fighting on the front lines.

EARTH FEDERATION SPACE FORCE

The Argama's Gundam Team was the only unit skilled enough to fight against Neo Zeon. They too were weakened following the Gryps war. After the war, the Gundam team was disbanded, and the AEUG incorporated back into the EFSF.



Judau, the pilot of the ZZ Gundam was the leader and assisted by other child soldiers making up the rest of the team.

AEUG

Taking advantage of the turmoil after the Gryps war, Neo Zeon made the Earth Sphere their target. However, they were not immune to internal strife. Their leader Haman Karn was killed in a battle against the AEUG, which marked the end of Neo Zeon. Afterwards, remnants of Neo Zeon remained active, completing their duties in hiding.



Some remaining units surrendered to the Federation, but others decided to remain loyal and go underground.

NEO ZEON

An earth based organization opposed to Neo Zeon, they joined forces with the AEUG. Following heavy military losses and the death of their leader, Karaba disbanded with the remaining members incorporating back into the EFSF after the war.



Their leader Hayato Kobayashi was killed in the line of duty during a battle in Dublin.

KARABA